

WHAT IS CLAIMED IS:

1. A method for storing a compressed MPEG image in a frame buffer, the method comprising:

5 a first step of dividing an image frame into 8×8 pixel regions;

a second step of re-designating the respective divided pixel regions into 9 adjacent blocks regions having a form of 3×3 ;

10 a third step of mapping the 8×8 pixel regions consisting of the 9 adjacent blocks regions having the form of 3×3 into one column; and

a fourth step of dispersion-storing the mapped 9 blocks regions of 8×8 pixel regions in different banks.

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2. The method of claim 1, wherein the 64 pixels of 8×8 pixel regions each is expressed by 8 bits information, and the one column stores total 512 bits information.

20 3. The method of claim 1, wherein when there is a need to read total 9 blocks data in order to process data of the adjacent 9 blocks regions having the form of 3×3 , the banks of a DRAM are different from each other, a spatial locality for a memory access exists, a collision between columns does not
25 occur, and a number of column activation is decreased.

4. A frame buffer structure which processes an image data depending on a partial activation way in which a partial activation-possible sub-word line is adapted to the frame
- 5 buffer to activate and use a current necessary data alone.

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